

LineUp With Math Simulator

Solving NASA Problem 3-6

1

Problem

Active Problem Number

Click to select a problem

3

Change Plane Speed or Route

Data Tag - click and drag to move

Callsign - click to view or change route

Plane Speed - click to change speed

2

Run Simulator

Select Problem

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Reset

Normal Speed

Pause

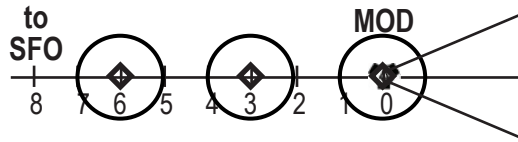
4 Times Normal speed

10 Times Normal Speed

Reset problem to starting conditions



Goal



Line up the planes at MOD using route or speed change so that:

- they are 3 miles apart
- the last plane arrives as soon as possible
- before MOD, the planes are never closer than 2 miles.

1

Select a Problem

Select Problem

> Click to access menus

- 2 planes >
- 3 planes >
- 4 planes >
- 5 planes >

> Select number of planes

- o Problem 5-1
- o Problem 5-2
- o Problem 5-3
- o Problem 5-4
- o Problem 5-5
- o Problem 5-5
- o Problem 5-7
- o Problem 5-8

> Select specific problem

2

Run the Problem



Reset

Normal Speed

Pause

4 times speed

10 times speed

Reset

3

Change Plane Route or Speed

You change a plane's route or speed to change the spacing of planes.

You can change a plane's route or speed while the problem is running or paused.

You use the plane's datatag to make the changes.

Plane's datatag

DAL88
600 kts

← Callsign

← Speed in knots

> Click and drag to move

View a plane's planned route

> Click the plane's call sign to see the route menu

> Click Show Route

(If the simulator is Paused, the route will also show markers for where the plane will be in 1, 2, and 3 minutes)

Change a plane's route

> Click the plane's call sign to see the route menu

> Click the new route

(The route will be highlighted for 15 seconds.)

Change a plane's speed

> Click the plane's speed to see the speed menu

> Click the new speed

(If the simulator is Paused, the new speed will not show until the simulator is running.)